HOMEBREW

Discover new firearm weapons, a rebalanced misfiring system, and blow things up with a new Artificer subclass!

Demolitionist

Upon the discovery of Blackpowder and other explosives, a literal and metaphorical boom of invention occurred. The study and use of these devices is too new to be restricted, creating a frontier of unending possibilities. Will you be one of the brave fools to try to harness it?

Tool Proficiency

3rd-level Demolitionist Feature

When you adopt this specialization at 3rd level, you gain proficiency with alchemist's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Arcane Explosives

3rd-level Demolitionist Feature

At 3rd level, you've learned to create powerful explosive devices. When you gain this feature, you learn the Simple Casing, Blackpowder, and Simple Fuse options in addition to two other Arcane Explosive options of your choice. See the next page for details on the options available and how to create explosives.

As a bonus action on your turn, you can place an explosive you've made on a space you can reach. Once placed, the explosive detonates after a time equal to the fuse length passes (see Arcane Explosive options).

You gain two additional Arcane Explosive options of your choice when you reach certain levels in this class: levels 5, 9, and 15.

Explosive Ammunition

5th-level Demolitionist Feature

At 5th level, whether it's through residual gunpowder on your hands or intentional tinkering, the weapons you wield become empowered by explosive ammunition. Whenever you make a ranged attack with a weapon with the ammunition property, the attack deals an additional 1d8 damage.

Arsenal

9th-level Demolitionist Feature

At 9th level, you gain Demolition Points equal to your Intelligence modifier at the start of each short rest. You may use these new points and any unused Demolition Points to create explosives with your Arcane Explosives feature during any rest. You cannot have a number of unexpended Demolition Points greater than your Artificer level.

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Goblin Cratermaker
Svetlin Velinov, WotC

Destructive Specialization

15th-level Demolitionist Feature

At 15th level, you become an expert at creating certain types of explosives. Choose two Arcane Explosive options you know. Those options cost 1 less Demolition Point when you use them to make explosives.

Demolitionist Tactics

Due to how new the use of explosive devices is, the tactics practiced by demolitionists are quite varied. Experimentation is highly recommended to determine the best way to avoid any nasty accidents.

To help start new pyromaniacs on this journey, here are some recommended bomb builds:

- **Simple Bomb**: Simple Casing, Blackpowder, Simple Fuse (1 point)
- **Smoke Bomb**: Simple Casing, Saltpeter, Pull Tab (2 points)
- **Sticky Acid Bomb**: Sticky Casing, Aqua Fortis, Simple Fuse (2 points)
- **Grenade**: Small Casing, Black Powder, Pull Tab (3 points)
- **Thunder Bomb**: Abjured Casing, Condensed Spell Energy - Thunderclap, Simple Fuse (3 points)
- **Fulminating Escape**: Reinforced Casing, Fulminating Metal - Gold, Pull Tab (5 points)
- **Poor Man's Fireball**: Small Casing, Abjured Casing, Purified Elements - Fire, Pull Tab (6 points)
- **Sleep Trap**: Abjured Casing, Condensed Spell Energy - Sleep, Detonation Sigil (6 points)
- **Time to Run**: Large Casing, Reinforced Casing, Residuum, Simple Fuse (8 points)

Arcane Explosive Options

An explosive is comprised of three things: one casing, one payload, and one trigger. When you finish a long rest, you gain a number of Demolition Points equal to your Artificer level and may prepare one or more Arcane Explosives by expending Demolition Points (minimum of one) to create combinations of casings, payloads, and triggers.

Explosives are considered tiny objects with a weight of 10 lbs.

At the end of your next long rest, all explosives you made become unusable and you lose all unused Demolition Points.

The Arcane Explosive feature lets you choose options for it at levels 5, 9, and 15. These options are shown below under the groups Casings, Payloads, and Triggers.

If an option requires a saving throw, your Arcane Explosive save DC equals 8 + your proficiency bonus + your Intelligence modifier.

Ratchet Bomb
Austin Hsu, WotC

Casings

Simple Casing

Cost: 0 Demolition Points

Effect: None.

Fragmentary Casing

Cost: 1 Demolition Point

Effect: This casing creates shrapnel that deals 1d8 piercing damage to each creature within the payload's radius when the explosive detonates.

Small Casing

Cost: 1 Demolition Point

Effect: This casing halves the weight, the total sum of the dice rolled, and the radius of the payload. Additionally, this explosive can be thrown. When thrown, the explosive is placed in an area of your choice within 30 feet of you.

Can be combined with other casing types.

Sticky Casing

Cost: 1 Demolition Point

Effect: The explosive sticks to all surfaces, including creatures. It can be removed as an action with a successful Athletics check against your Spell Save DC.

Abjured Casing

Cost: 2 Demolition Points

Effect: This casing can contain Magic payloads.

Large Casing

Cost: 2 Demolition Points

Effect: This casing doubles the weight, the number of dice rolled, and the radius of the payload. The explosive's size increases to small.

Can be combined with other casing types.

Reinforced Casing

Cost: 2 Demolition Points

Effect: This casing can contain Unstable payloads.

Payloads

Aqua Fortis

Cost: 1 Demolition Point

Effect: Each creature within a 10 ft radius must succeed on a Dexterity saving throw or take 1d8 acid damage. They take 1d8 acid damage at the end of their subsequent turns until they use their action to remove the acid.

Black Powder

Cost: 1 Demolition Point

Effect: Each creature in a 10 ft radius must succeed on a Dexterity saving throw or take 2d8 bludgeoning damage. They take half as much on a successful save.

Saltpeter

Cost: 1 Demolition Point

Effect: Upon detonation, the explosive creates a 15 ft radius sphere of smoke that heavily obscured the area. The smoke lasts for up to 10 minutes.

Fulminating Metals – Unstable

Cost: 2 Demolition Points

When used, place either 10 silver pieces or 10 gold pieces into the explosive.

Effect: Each creature within 15 feet must succeed on a Dexterity saving throw or take 2d8 bludgeoning damage and be knocked prone. They take half damage on a success.

If the coins used were gold, the blast deals an extra 1d8 damage and creates a cloud of purple smoke that heavily obscures the area for up to one minute.

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Purified Elements – Magic

Cost: 2 Demolition Points

When created, choose one of the four element options listed below. The explosive has that effect upon detonation.

- Flame - Each creature within a 20 ft radius must succeed on a Dexterity saving throw or take 3d8 fire damage. They take half as much on a successful save.
- Wind - Each creature within a 30 ft radius must succeed on a Strength saving or be pushed back 20 feet. They are pushed 5 feet on a success. The winds created by this extinguish all flames and disperse all vapors within the radius.
- Frost - Each creature within a 15 ft radius must succeed on a Constitution saving throw or take 1d8 cold damage and have their movement speed reduced by 20 feet for one round. They take half damage on a success.
- Lightning - Each creature within a 20 ft radius must succeed on a Dexterity saving throw or take 1d8 lightning damage and be unable to take reactions for one round. They take half damage on a success.

Residuum – Unstable

Cost: 4 Demolition Points

Effect: Each creature within 20 feet must succeed on a Dexterity saving throw or take 4d10 force damage, pushed back 10 feet, and knocked prone. On a success, they take half damage and are pushed back 5 feet.

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Condensed Spell Energy – Magic

Cost: 2 times spell level Demolition Points

When created, you must cast an Artificer spell with a casting time of one action and an area of effect into it, expending the relevant spell slot to do so. Instead of resolving, the spell is trapped inside the explosive.

This option costs a number of Demolition Points equal to two times the level of the spell. (1 point if it's a cantrip).

Effect: The spell resolves centered on the area the explosive detonated. If the spell requires concentration, you begin concentrating on it as though it were just cast.

When you choose this option, you gain access to the following expanded spell list, which can only be cast when creating explosives with this option.

Condensed Spell Energy Expanded Spells

Artificer Level	Spells
3	*Earth Tremor, Sleep*
5	*Shatter, Darkness*
9	*Slow, Stinking Cloud*
13	*Storm Sphere, Gravity Sinkhole*
17	*Cloudkill, Conjure Volley*

Triggers

Simple Fuse

Cost: 0 Demolition Points

Fuse Length: 1-3 rounds, decided upon creation. Can be shortened within the given range as an action later.

Long Fuse

Cost: 1 Demolition Point

Fuse Length: 1-10 minutes, decided upon creation. Can be shortened within the given range or into a Simple Fuse as an action later.

Pull Tab

Cost: 1 Demolition Point

Fuse Length: At the start of the next turn.

Detonation Sigil

Cost: 2 Demolition Points

Fuse Length: Detonates after a unique verbal or somatic command you make as a bonus action.

Firearms

The advent of firearms has ignited creativity among the many peoples of the plane. Each culture's traditions have influenced the ways in which they interact with this new technology. Detailed below are the four dominant philosophies of design: Dwarven, Elven, Gnomish, and Goblin.

Dwarven

Strength Above All Else

Firearms are tools to be relied upon. They must have the power to complete the job and cannot break when needed most.

Elven

Elegance Above All Else

Firearms are art pieces on their own. The perfection and balance of each piece is the mark of true artistry.

Gnomish

Ingenuity Above All Else

Every inventor has their own unique style and perspective; the firearms they design reflect that.

Goblin

Versatility Above All Else

Explosions can be helpful in almost any situation and the design of firearms should accommodate that diversity of uses.

Firearm Mastery

To master such a new type of weapon requires extensive training and focus on a specific niche. All creatures proficient in firearms can use the more generic varieties, but to truly master this new technology, one must devote themselves to the study of a design philosophy.

The Firearms table shows the properties of Generic, Dwarven, Elven, Gnomish, and Goblin firearms. You must choose a design philosophy from among Dwarven, Elven, Gnomish, and Goblin. Proficiency in firearms only applies to Generic firearms and firearms of the chosen design philosophy.

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Renowned Weaponsmith
Eric Deschamps, WotC

Firearm Properties

Ammunition

All firearms require ammunition to make an attack, and due to their rare nature, ammunition may be near impossible to find or purchase. However, if materials are gathered, you can craft ammunition yourself using your Tinker's Tools at half the cost. Each firearm uses its own unique ammunition and is generally sold or crafted in batches.

Durable

Upon a misfire, if this weapon would break, it stutters instead. The weapon cannot be used again this turn.

Explosive

Upon a hit, everything within 10 ft of the target takes half the damage dealt by the attack. If the weapon misses, the ammunition fails to detonate, or bounces away harmlessly before doing so.

Light

A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Sound and Silence

Firearms naturally produce sound when used, which can hinder their use in covert situations. In general, this sound can be heard a number of feet away equal to 50 times the damage dealt by the weapon. There are, however, ways to negate this sound. Most notably, magical silencers are uncommon items that can be affixed to the firearm, completely eliminating all noise from firing the weapon using a modified version of the Silence spell.

Finesse

When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Misfire

When an attack roll is made with a firearm and the number on the d20 is equal to or below the weapon's misfire score, roll a d4. Consult the table below to determine the outcome.

If you are proficient in that firearm, you may add your proficiency bonus to both the d20 roll and the d4 roll before determining the outcome.

Misfire Table

d4 Roll	Outcome
1-3	The attack misses, you take half the damage dealt by the attack, and the weapon breaks. It cannot be used again until it is fixed with a successful Tinker's Tools check, which is done as an action (DC equals 8 plus the misfire score).
4-6	The attack misses and the weapon stutters. The weapon cannot be used again this turn.
7-8	The attack misses.
9-10	The attack does half damage.

Reload

The weapon can be fired a number of times equal to its Reload score before you must spend 1 attack or 1 action to reload. You must have one free hand to reload a firearm.

Firearms

Name	Cost	Damage	Weight	Properties
Generic Firearms				
Pistol	150 gp	1d10 piercing	3 lb.	Ammunition (60/240), Misfire 4, Reload 4
Musket	300 gp	1d12 piercing	10 lb.	Ammunition (120/480), Misfire 5, Reload 1, Two-Handed
Blunderbuss	300 gp	2d8 piercing	10 lb.	Ammunition (15/60), Misfire 5, Reload 1
Dwarven Firearms				
Draketongue	300 gp	3d6 fire	10 lb.	Ammunition (30/100), Durable, Misfire 5, Reload 2
Giantsbane	350 gp	2d12 piercing	20 lb.	Ammunition (80/200), Durable, Misfire 6, Reload 1, Two-Handed
Mountain Crusher	500 gp	3d8 bludgeoning	25 lb.	Ammunition (10/20), Durable, Misfire 7, Reload 1, Two-Handed
Elven Firearms				
Stiletto Pistol	250 gp	1d8 piercing	2 lb.	Ammunition (60/240), Light, Misfire 3, Reload 4
Honeycomb Revolver	400 gp	1d10 piercing	4 lb.	Ammunition (80/300), Misfire 3, Reload 6
Unicorn Rifle	600 gp	2d8 piercing	8 lb.	Ammunition (150/600), Misfire 3, Reload 1, Special (1d8), Two-Handed
Gnomish Firearms				
Blooming Poppy	200 gp	2d8 fire	8 lb.	Ammunition (30/80), Explosive, Misfire 4, Reload 4
Frozen Arcbolter	250 gp	1d10 cold	10 lb.	Ammunition (60/240), Misfire 4, Reload 2, Special
Sonic Cannon	400 gp	1d12 thunder	20 lb.	Ammunition (20 ft. cone), Misfire 5, Reload 1, Special, Two-Handed
Goblin Firearms				
Nobow	5 gp	1d12 piercing	4 lb.	Ammunition (40/100), Misfire 7, Reload 1, Special (1d6), Versatile (1d8)
Thunderbuss	250 gp	2d10 piercing	8 lb.	Ammunition (30/80), Misfire 8, Reload 1
Spark Shark	400 gp	2d12 bludgeoning	20 lb.	Ammunition (30/600), Explosive, Misfire 10, Reload 1, Two-Handed

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Special

Frozen Arcbolter

Whenever this weapon deals damage to a creature, that creature's speed is reduced by 10 feet until the start of your next turn.

Nobow

This device is comprised mainly of a spear, which is a melee weapon that deals 1d6 damage on a hit and has the Versatile (1d8) property.

When you make an attack with this weapon, you may choose to use its ammunition to detonate an explosive charge in the butt of the spear. If you do, the weapon gains a range of 40/100 and deals 1d12 piercing damage on a hit. Small or smaller creatures making this attack may choose to hold onto this weapon as it fires. If they do, they move with it, not provoking opportunity attacks, and land in an unoccupied space within 5 feet of the target as part of the attack.

Sonic Cannon

When you take the Attack action, you can replace one of your attacks with a blast from this weapon. Each creature within the weapon's range must make a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier) or take the damage from this attack and be knocked prone.

As part of this attack, roll a d20. Use the result as though it were an attack roll to determine if this weapon misfires.

Unicorn Rifle

A blade is affixed to the end of this firearm, allowing it to be used as a one-handed finesse melee weapon that deals 1d8 piercing damage on a hit.

Ammunition Prices

Name	Cost	Compatible Weapons
Lead Bullets (10)	3 gp	Blunderbusses, Pistols, Revolvers, Muskets, Rifles
Silver Bullets (10)	75 gp	Blunderbusses, Pistols, Revolvers, Muskets, Rifles
Pyretic Oil (1)	1 sp	Draketongue, Blooming Poppy
Specialty Missile (1)	10 gp	Giantsbane, Mountain Crusher, Spark Shark
Water	—	Frozen Arcbolter
Thunder Quartz (4)	2 gp	Sonic Cannon
Gunpowder Powder Horn (10)	35 gp	Nobow
Glass, Metal, or Stone Scraps	—	Thunderbuss

Versatile

This weapon can be used with one or two hands. A damage value in parentheses appears with the property —the damage when the weapon is used with two hands to make a melee attack.

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Unholy Heat
Kari Christensen, WotC

Quick Reference

Artificer, Demolitionist

					— Spell Slots Per Spell Level —				
Level	Proficiency Bonus	Features	Demolition Points	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Pharmaceutical Outlaw		—	—	—	—	—	—
2nd	+2	Spiritual Illusionism		2	2	—	—	—	—
3rd	+2	Gunslinger Corruptor		3	3	—	—	—	—
4th	+2	Seismological Alchemy		3	3	—	—	—	—
5th	+3	Pharmaceutical Outlaw		4	4	2	—	—	—
6th	+3	Malefic Chemist		4	4	2	—	—	—
7th	+3	Ritual Astronomy		5	4	3	—	—	—
8th	+3	Plasma Gunslinger		5	4	3	—	—	—
9th	+4	Gunslinger Corruptor		6	4	3	2	—	—
10th	+4	Immunological Cultist		6	4	3	2	—	—
11th	+4	Spell Analyst		7	4	3	3	—	—
12th	+4	Plasma Gunslinger		7	4	3	3	—	—
13th	+5	Gunslinger Corruptor		8	4	3	3	1	—
14th	+5	Pharmaceutical Outlaw		8	4	3	3	1	—
15th	+5	Malefic Chemist		9	4	3	3	2	—
16th	+5	Gunslinger Corruptor		9	4	3	3	2	—
17th	+6	Biochemical Sorcery		10	4	3	3	3	1
18th	+6	Exo Interfacer		10	4	3	3	3	1
19th	+6	Demonic Anthropology		11	4	3	3	3	2
20th	+6	Sixgun Poisoner		11	4	3	3	3	2